

FIGURE 1A

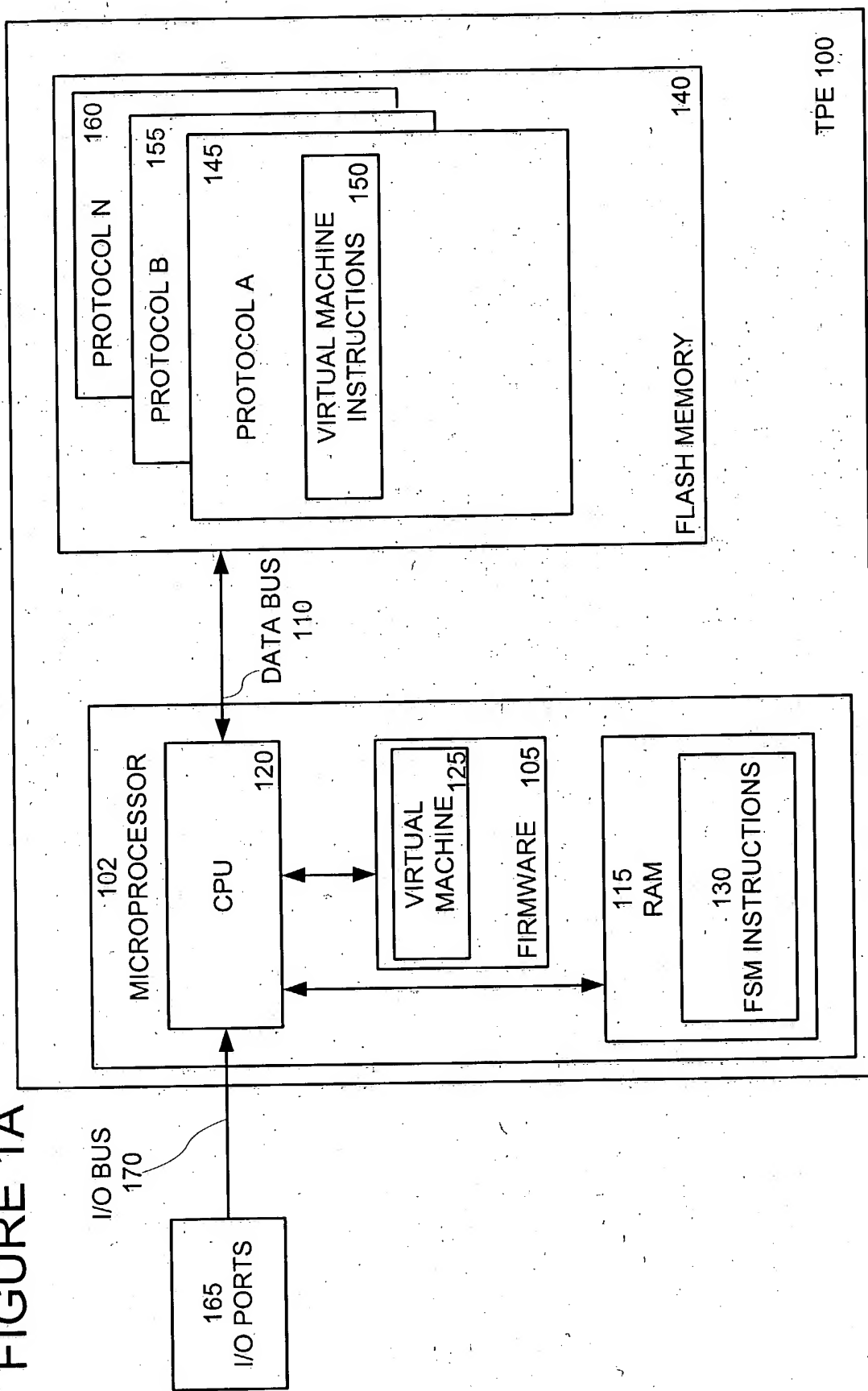


FIGURE 1B

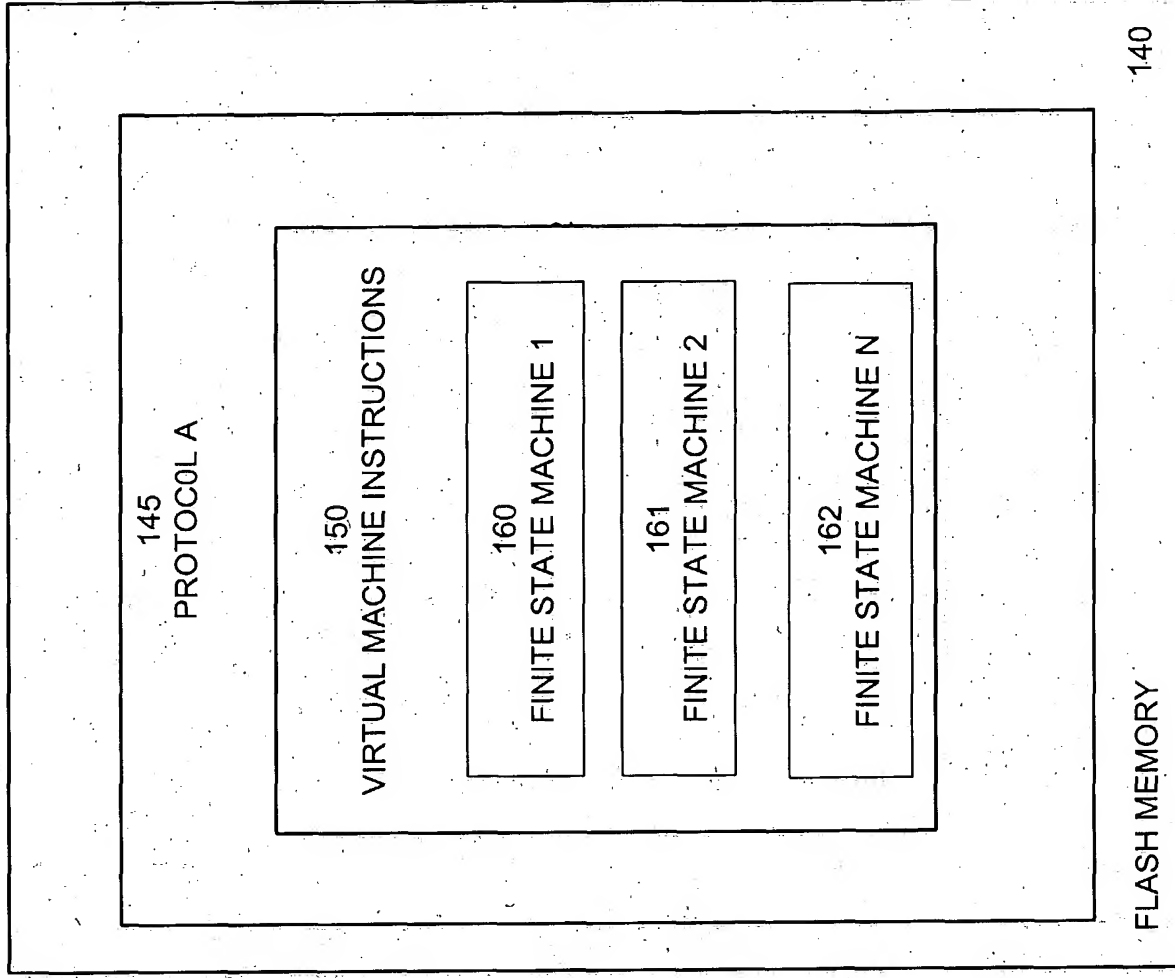


FIGURE 1C

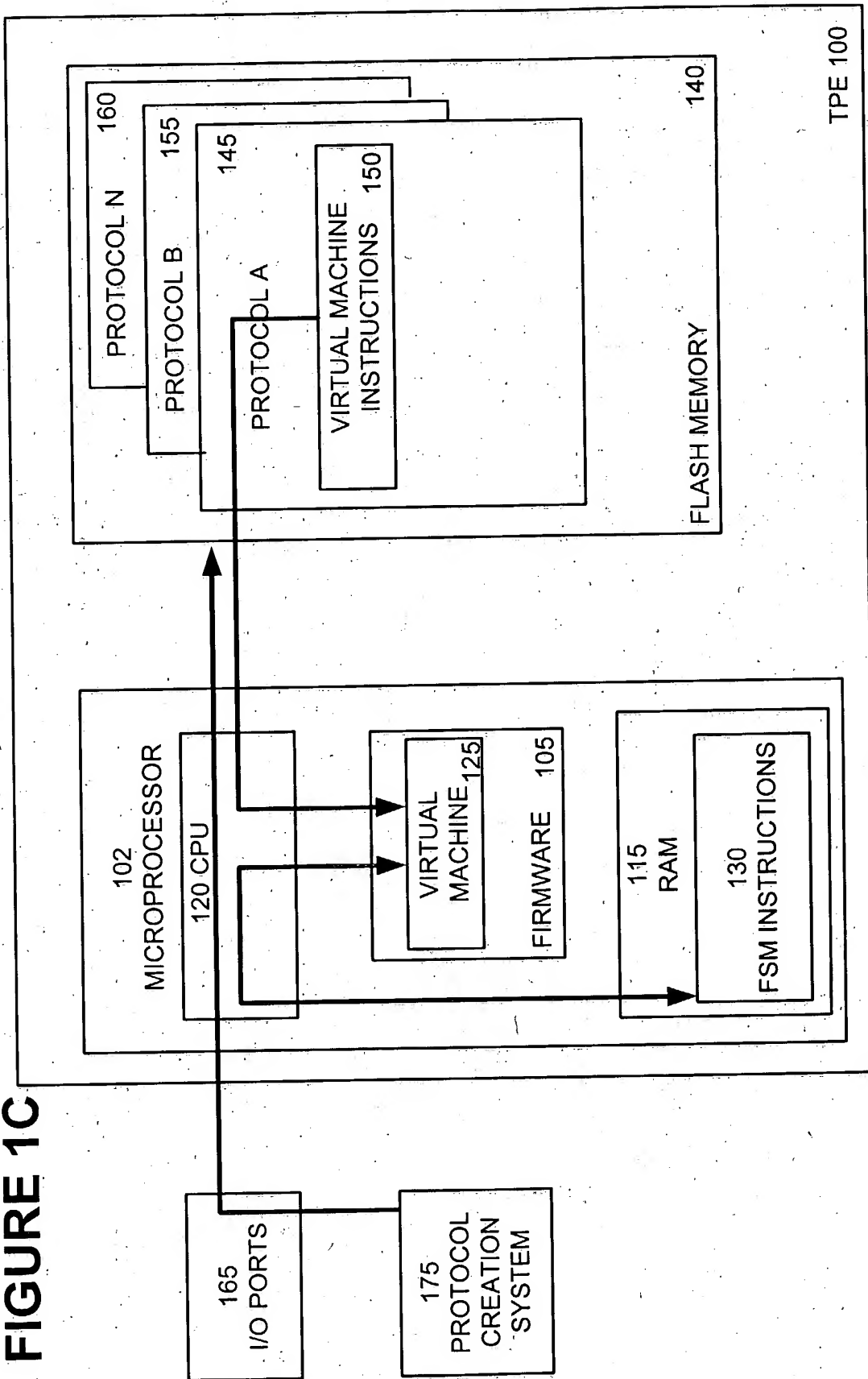


FIGURE 2

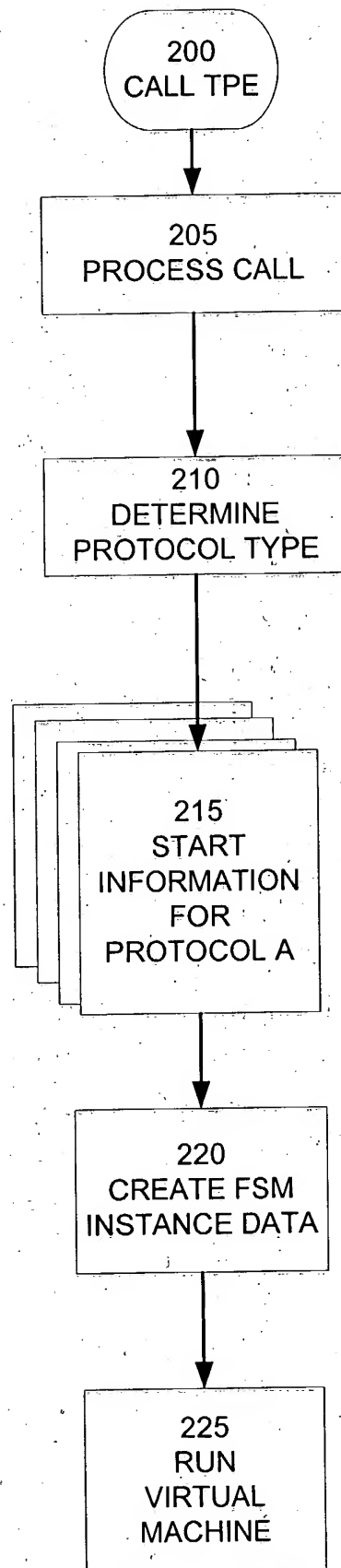


FIGURE 3

Function	PURPOSE
Label (char *Label_name);	Mark a spot so it can be jumped to
Goto (char *Label_name);	When executed moves instruction pointer to location marked by label
Switch (unsigned int condition);	The Switch() and corresponding End_Switch() functions group a collection of Case() functions, see below. The value used by the Case() function for matching is expressed as the parameter to this function.
Switch_On_Token ();	The Switch_On_Token() and corresponding End_Switch() functions group a collection of Case() functions, see below. The top token in the logical token queue associated with the current state (see Begin_State() below) is used by the nested Case() functions for matching.
Case (unsigned int condition);	Code following this instruction will be executed if the value of the condition argument matches the value asserted by the corresponding switch Switch() or Switch_On_Token()
End_Switch ();	Identifies the end for the influence for the previous Switch() or Switch_On_Token() functions.
Begin_State (char *Label_name);	Designates the beginning of a state. States may not be nested.
End_State ();	Designates the end of a state
Transition_To (char *Label_name);	Argument specifies the name of the state to enter. Execution for the current state stops.
Trace (char *string);	Prints the string out to the serial port
Play (int tone);	Plays the specified tone in the phone handset
Send (char *message);	Sends the specified message to the other calling party

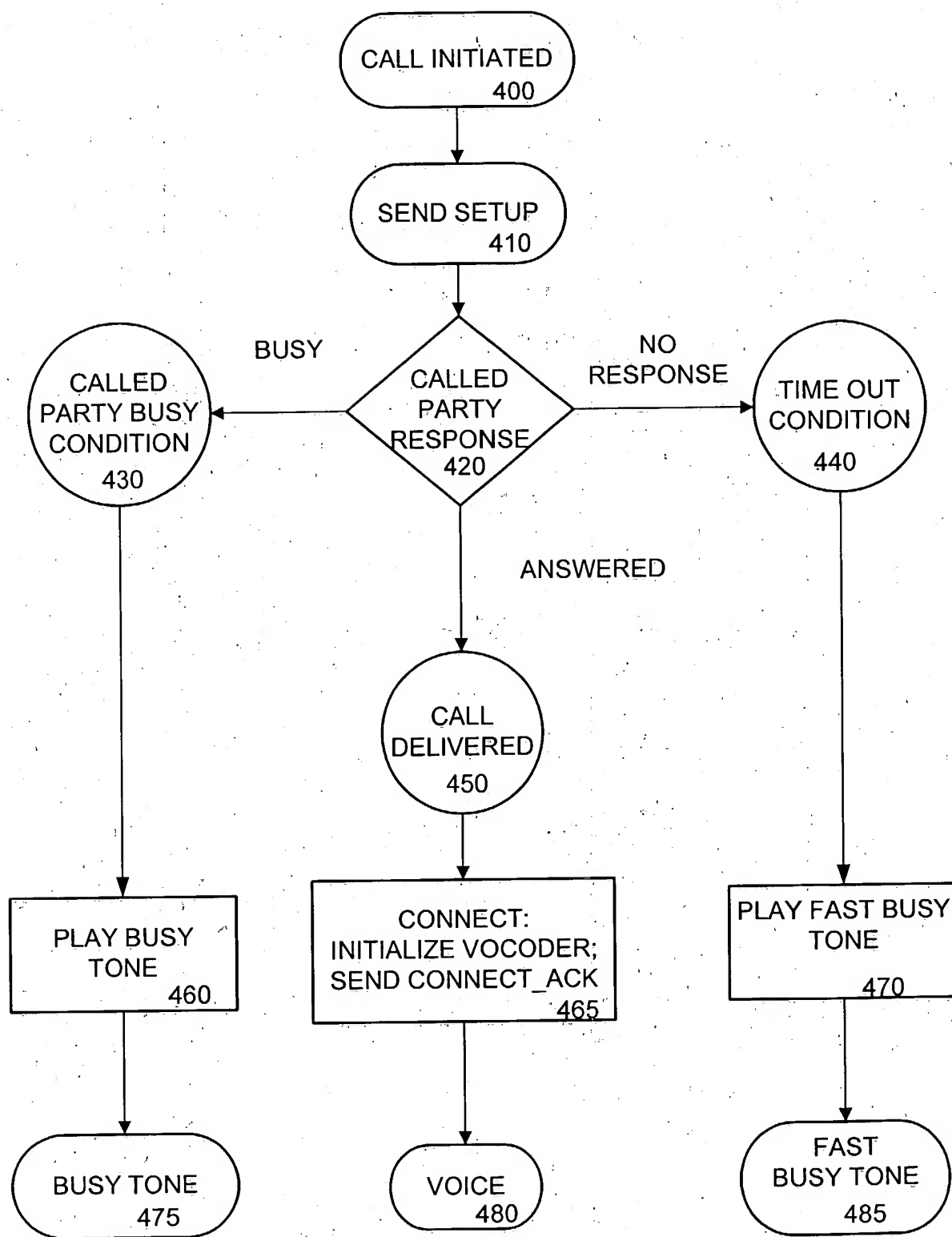


FIGURE 4

FIGURE 5

```
//-----  
Begin_State("Call Initiated");  
    Send(setup);  
    Wait_for_Token( ); // Wait for result from setup  
    Switch_On_Token( )  
        Case( BUSY );  
            Transition_To( "BusyTone" );  
        Case(TIMEOUT);  
            Transition_To("FastBusyTone");  
        Case(CONNECT);  
            Transition_To("CallDelivered");  
    End_Switch( );  
EndState();
```

```
//-----  
Begin_State("Busy Tone");  
    Play(BUSY_TONE);  
End_State();
```

```
//-----  
Begin_State("Call Delivered");  
    Init_Vocoder  
    Send(CONNECT_ACK);  
    TransitionTo("Voice");  
EndState();
```

```
//-----  
Begin_State("Fast Busy Tone");  
    Play(FAST_BUSY_TONE);  
End_State();
```

```
//-----  
Begin_State("Voice");  
    // initiate 2-way voice between caller and callee  
    ...  
End_State();
```

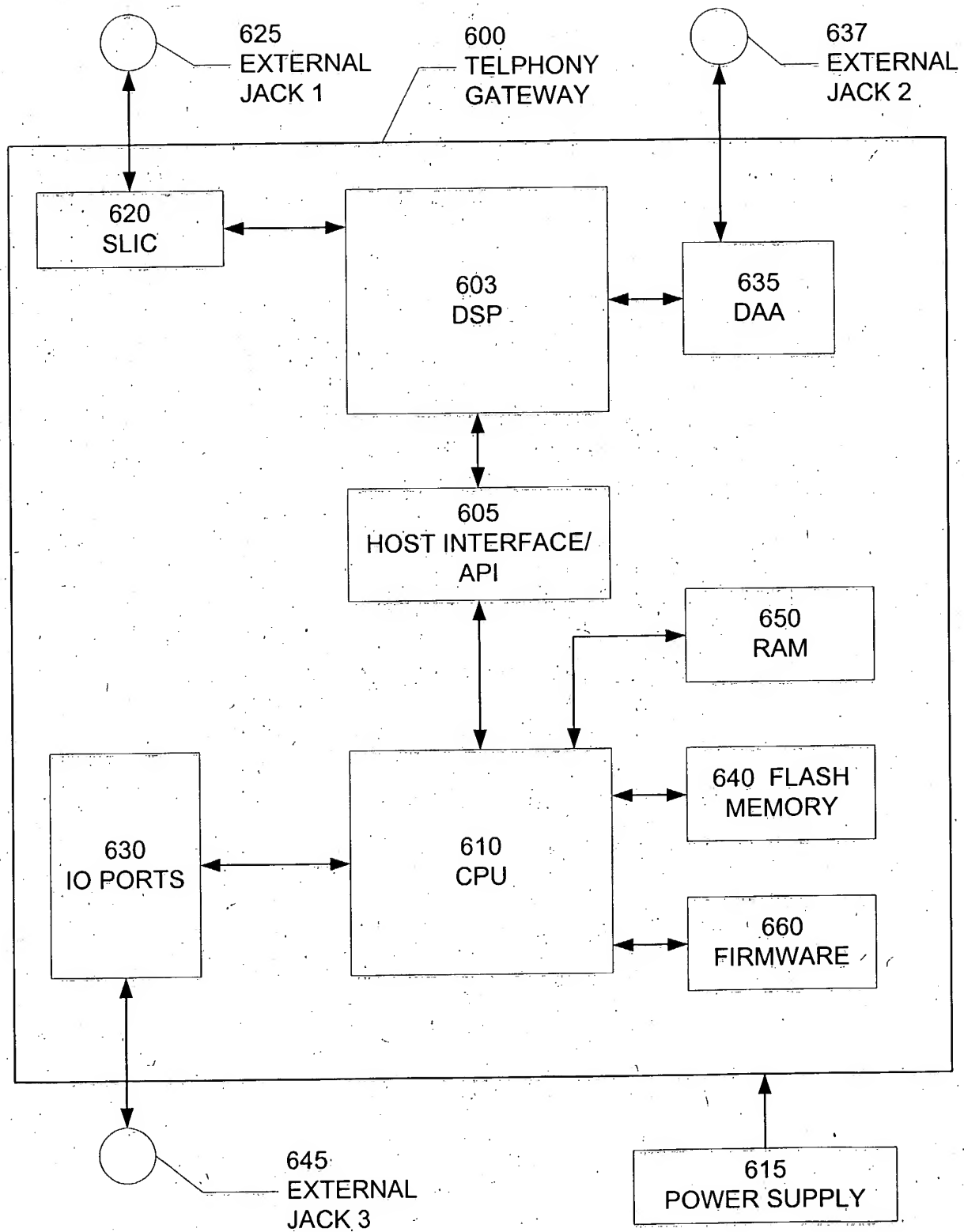


FIGURE 6

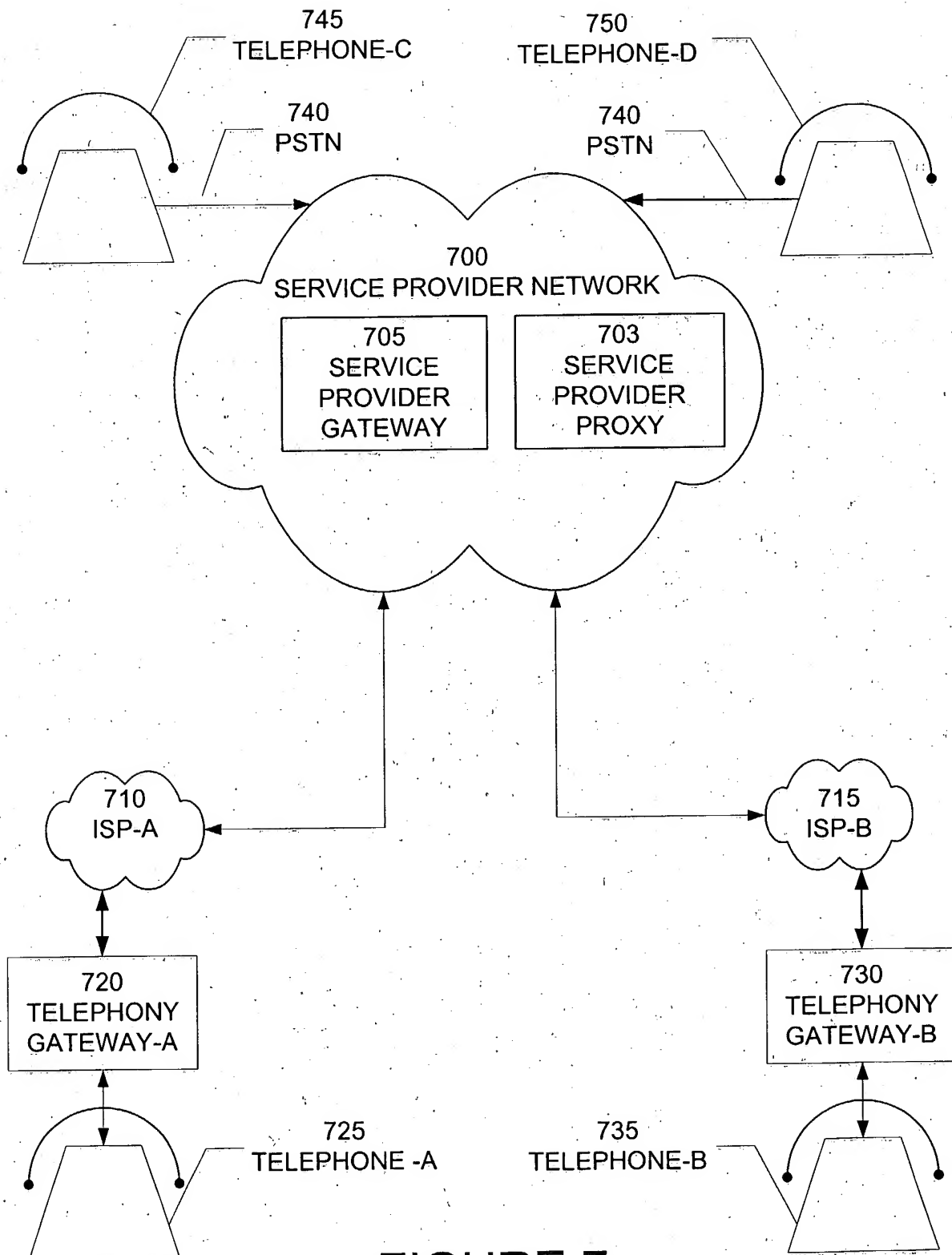


FIGURE 7

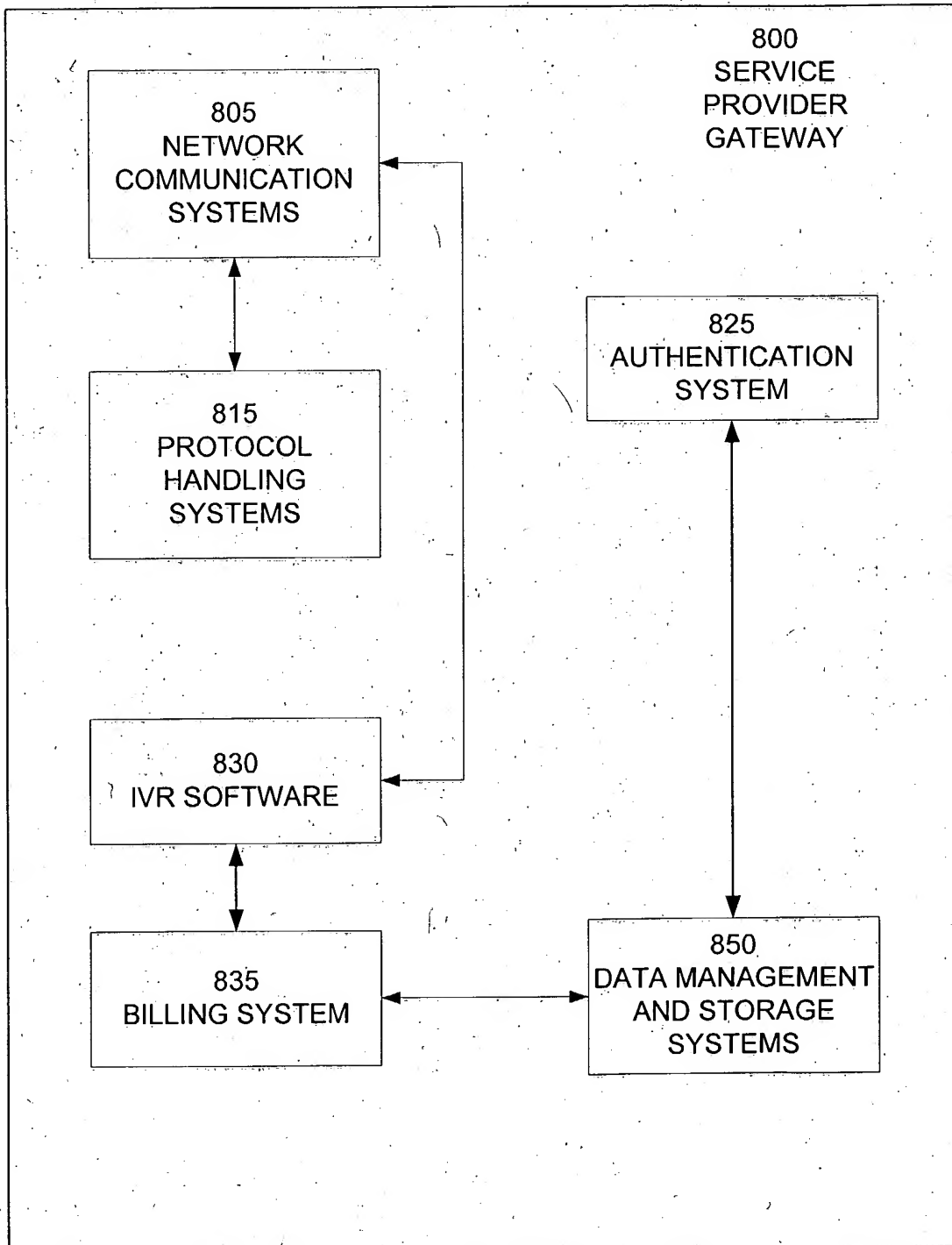


FIGURE 8